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THE

PLOTTER

CLACKAMAS COMPUTER APPLIED
TRAINING SOCIETY
NEWS LETTER
****
VOLUME 9   **   NUMBER   7
******
JULY   1991

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┌─────────────────────────────┐
│ ▟LACKAMAS                    │
│ ▟OMPUTER                     │
│ ▟PPLIED                      │
│ ▟RAINING      THE            │
│ ▟OCIETY                      │
│             PLOTTER          │
│                              │
├─────────────────────────────┤
│   COMPUTING THE FUTURE--     │
│     IN CLACKAMAS COUNTY      │
└─────────────────────────────┘
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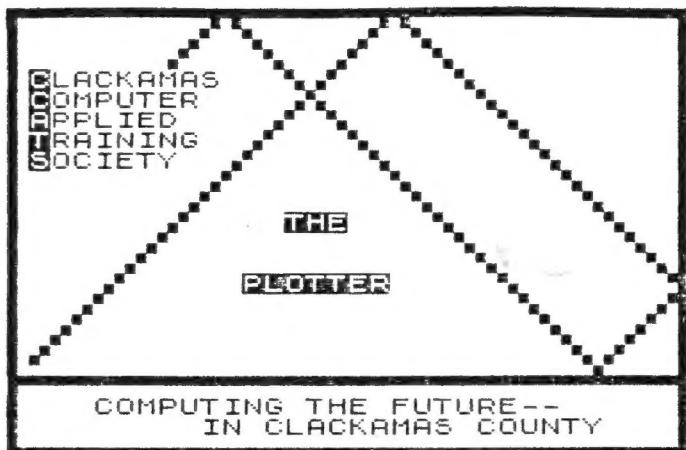
MEETING

The JULY meeting will be:

on: FRI., JULY 12 1991

MEETING open at: 7:00 P.M.
in: COMMUNITY ROOM
    FAR WEST FEDERAL BANK
    OREGON CITY SHOPPING CENTER
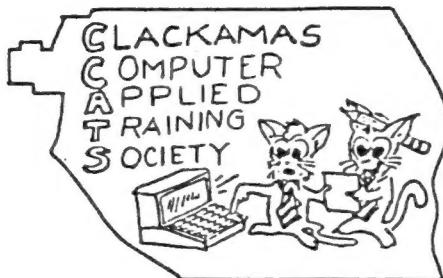
WHAT YOU WILL FIND IN THIS ISSUE:

JUNE   MINUTES

The June 14 meeting was called to order by chairman Jack Armstrong at 7:45. The meeting location was at the Far West Bank meeting room at Oregon City. Eleven members were in attendance.

Under old business, Bob Evans reported that while we had discontinued contacting TV and radio stations about our meeting, he recently had a call from TV 22 as to the lack of current meeting information. He informed the caller that we were alive and well.

Jack mentioned the swap meet held at Tigard the previous Saturday. He reported that it is still a good source of hardware for computer buffs as it includes all kinds of supplies.

The pot luck dinner was discussed. It is definite for August 11 at Steves Mobile Home Park on Courtney Ave, behind Keno's Market on McLaughlin Ave. The time was suggested for starting at 5 PM with the meal starting at about 6 PM. Those attending will need to bring their own table service, and one hot dish and one cold dish. Also bring
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┌──────────────────────┐
│  ▟LACKAMAS           │
│  ▟OMPUTER            │
│  ▟PPLIED             │
│  ▟RAINING            │
│  ▟OCIETY             │
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a supply of your own beverage. It was thought that possibly 20-26 people would be the maximum.

As usual, discussions on various topics interspersed the business meeting. Word Processing on MS-DOS again took a while.

As new business, Rod reported a lack of questionairs on equipment owned by members. He hoped to make a group inventory.

It was moved and seconded that our group send in $15.00 for T/SNUG membership. Rod also pointed out that individual membership at $12.00 would certainly help the organization. This is not an newsletter exchange situation. We can reprint any article appearing in the newsletter.

Jack offered a suggestion that programs appearing in THE PLOTTER be well marked as to the type of computer it is for. A preface or instruction would be a good place, as well as in a REM line. The REM line would keep the program marked for future use.

There was some discussion of exchange newsletters and if we were current on viable newsletter exchange. It was felt that in order to exchange, a user group should issue a newsletter at least quarterly. Dick is to look into this and make any corrections necessary for the mailing.

As past member Terry Graham had been filing newsletters in the appropiate folders, there was some question about having returned all such material. Rod is to check on this. Hopefully, the posting of all newsletters can be accomplished so they can be filed.

Jack reported that he has undertaken a major task of copying a MS-DOS manual using Galaxy Lite hoping, to improve his typing dexterity, as well as learn more about the subject than just reading the manual. Something like eating oatmeal, which sticks to everything?

The chairman adjourned the meeting at 8:52 PM.

Dick Wagner, Secretary

EDITORIAL

Those of us who entered the computer world with the home PC called the ZX81 or T/S 1000 or that advanced design, the T/S 1500, learned the Sinclair style BASIC mostly in groups, called USER GROUPS. My first computer was the ZX81 purchased by mail as a kit, and assembled in one evening on the kitchen table. That kind of dates me.

From that foundation, we felt that we could handle the later Sinclair models, and to even branch to various other PC makes.

Looking back over this period, our user group has had over 80 enrolled members at different times, and all but about 15 have left for various reasons. Now those second hand computers are being used by some of the younger people who probably have had some computer experience at school. They are finding the T/S group of computers, as well as those made by other makers of low price computers (all out of production or considered obsolete?) produced some years ago, a logical economical source of computer equipment. I would expect that some of this equipment is coming out of the closet for sons, daughters, and grandchildren.

So, how does this new user of T/S computers learn? Certainly not from some who gave up early and switched to other hobbies. Enter the user groups, user group newsletters of old, old computer books and magazines published during our "period". Current magazines are only interested in the state of the art of computers. Now that I look at our newsletter, it also tries to cover the latest computer information with little to offer help to new computer users of "old" computers.

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The editors of newsletters might look back a few years at old issues to obtain material to replace that no longer being supplied by members (complaint of no material?). In my experience as editor I no longer expect to obtain input from our members, either as articles, program and book reviews, or "original" programs, except from one or two interested members. The solution is to search old computer magazines and newsletters for material suitable for printing. Now it seems feasable to also include ZX81, T/S 1000 and T/S 1500 programs and articles, in place of just 2068 material.

Rod Gowen has another suggestion that has merit. We need several members to review our issues of THE PLOTTER and other newsletters in our library to select programs with instruction and training features, not just games. This information could be saved on tape. Also it could be used in our newsletter for those who would rather key in the data. There are several user groups with extensive tape libraries with early tapes and limited mainly for the old computers. We have never been stong in this department.

I recall reading a few years ago that the old Texas Instrument home computer was attracting a new following because of it's price. This seemed true where members of the old user group were still available to help users to get started. This would seem to require a means of letting users know that help was available, such as through newspaper adds. In our case, there are several add sources that would make monthly notices feasable. Perhaps this would bring in a few new members.

And last, how about a reprint of our best articles and programs that could be sold at a nominal cost? This for new users who do not wish to subscribe to our newsletter at this time? This could be similar to those sold by Times Design and SyncWare News, but in loose leaf form. I am sure RMG would be willing to include information on availability in some adds.

Just think it out, we have as much material available for newsletters as we always have had, but as editors we need to go back into the past and take time to research what we have that is usefull to new T/S computer users, just as it was way back when.

THE EDITOR

NEWSLETTERS: A NOTE TO EDITORS-

I know how you all hate it when I get on the old "newsletter soapbox", but here we go again!

I am just a bit tired of receiving so-called "Timex Sinclair" newsletters that do little or nothing for the TS community. If nothing else, a newsletter editor owes its readers the honesty of telling it like it is! We do! The Plotter, as well as our group, has changed to meet the new and ever-changing needs of our group. If we are to remain a viable "user group", with all that the title implies, then we MUST change to meet our users needs. If the majority of our users need help with IBM clones, then we should cater to that need. If the "core" of the group needs help with TS problems, then that is what the newsletter should cater to.

I also am seeing a lot more of one particular "excuse" used by editors when they are late with an issue. This is a lame excuse at best! I know that there is not much "new" information coming down the 'pike pertaining to the TS computer, but have you taken a good look at who our users are today? It is my recent experience that a LOT of the users placing orders for products from RMG and subscribing to THE PLOTTER are NEW USERS! These are folks who are just now starting to use the TS computers. I dare say that most newsletter editors have a great collection of old newsletters and magazines. This is a GREAT source of material for your newsletters today! I am sure that these "new" users would be very happy to see this material. After all, where are they going to find it if we do not make it available? How

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about reprinting some of the articles that appeared in Computer Shopper? How about some of the great material that was published in the Triangle newsletter or the Syntax newsletter/magazines? It may be "old" news to us old- timers, but I'll bet that there are a LOT of new users out there who will be thanking you for showing them what is available. I know that our editor would like more "new" material, but he knows the value of older material for new users and makes use of it when needed.

Try it! You'll like it! And so will your readers!

That's if for now!
See you next time. . .

BITS & BYTES
by: Rod Gowen

In this column I try to bring you the latest and complete information and news available to me regarding the world of TS computing. One way that I can accomplish this is if I have the support of you, the reader, in collecting news that may be of interest to other readers. If you have any news, rumors or other tidbits of information that fits this description, why not send it along? We will be watching!

ZEBRA GRAPHICS ON DISK-
Very short note on this one:

STILL NO SIGN OF THE DISKS FROM BILL FERREBEE! BILL, ARE YOU OUT THERE SOMEWHERE?!

LOGICALL DISKS ARE IN!
RMG is now shipping version 4.2 of this great AOS for the LKDOS system. After a long delay, RMG says that the program disks are in and that copies are being shipped. If you had one on order, you should have it by now. If not, why not order now?

T/SNUG NEWS-
We have not heard anything new from the founders of TSNUG. If they are on schedule, there should be another newsletter in about 1 month. CCATS voted at the June meeting to join the new national group. I am also going to send in my personal member-

ship check. I am strongly recom-mending that all loyal TS fans send in their membership checks as soon as they can. It may be our last chance to keep things going for a while longer.

PC PAGE NEWS-
Discussion was raised as to the possibility of devoting more space in THE PLOTTER to THE PLOTTER PC PAGE if the need arises. It was decided that there would be no objection. Our editor, Dick Wagner, would use extra space for the PC PAGE only if there is not enough material available for TS pages. There are times when the amount of TS material is not what we should like and it seems as though there will never be a shortage of new material for the PC users. We do want to keep our TS users and readers informed and happy and will continue to do so, but we also need to accommodate our PC user readers as well. Let us know how you think we are doing.

RMG NEEDS HELP!
(We ran this bit last month and got absolutely NO response! C"Mon people! I cannot believe that there are NO readers out there who can help with this problem! Give us a call or write to us in care of THE PLOTTER.)

RMG has a customer who has a for the QL. What we need help with is getting it repaired. If you can help, please call (503)655-7484 during regular business hours or write us at the address on this newsletter. We will send you an MDV cart and have you copy your working copy onto it and will include return postage. It will cost you nothing but a few minutes of your time. How about it? Any one out there willing to lend a fellow QL user a hand?

POT LUCK DINNER PLANS-
At the June meeting we finalized the plans for our August Pot-Luck dinner for the most part. We set the date for AUGUST 11, 1991. The time is set for about 4:00 PM. You can start arriving at this time and we hope to eat at about 5:30-6:00 PM. The dinner will take the place of our regular August meeting and will

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be held in the meeting hall at STEVE'S MOBILE HOME PARK at 2615 S. E. Courtney in Milwaukie. To find it just turn west off of McLoughlin Boulevard at Courtney, go 1/2 block and turn right into Steve's. It was decided that, if each family would bring one hot and one cold dish, that there would be plenty of food for all. Hopefully, we will not end up with all fried chicken and jello salads. How about some baked beans? Or maybe some macaroni casseroles to go with the ham and potato salad?

MAGNA-BANNER

This is another large banner program for the 2068. As the LKDOS does not provide for printing graphics, please make these line corrections. Lines 3 and 4, p$ is G7 and g$ is CSG1.

Line 95 uses 32 p$ symbols for j$ and 32 g$ symbols for y$.

Lines 60 and 70, the underlined copyright symbol is CSG8.

```
  1 REM
          ***************
          *MAGNA-BANNER*
          ***************
  BY:GABRIEL SCHAFFER
   2 POKE 23624,6: OUT 254,0: LET
t=255: CLEAR (256*t-769): GO SUB
70: FOR i=0 TO 79: READ h: POKE
(i+256*torg),h: NEXT i
   3 GO SUB 95: GO SUB 17: LET z$
="MAGNA-BANNER": FOR x=1 TO 11 ST
EP 2: LET p$="8": LET g$="?": LET
 a$=z$(x): GO SUB 19: LPRINT y$:
IF IN 254<>31 THEN  GO TO 150
   4 LET g$="8": LET p$="?": LET
a$=z$(x+1): GO SUB 19: LPRINT y$:
 IF IN 254<>31 THEN  GO TO 150
   5 NEXT x: GO TO 150
   6 FOR k=65 TO 68: FOR a=1 TO 1
6: FOR c=0 TO (2 AND a<13)+(0 AND
 a>12): CLS : LET a$=STR$ a: POKE
 23692,0: GO SUB 60: GO SUB 17: G
O SUB 19: GO SUB r1: PRINT #1;AT
1,5;"Press space to stop"
   8 LET a$="SIZE: "+STR$ a+" ("+
STR$ v2+"x"+STR$ (v2*4-a+1)+")":
LET b$="POSITION: "+("CENTER" AND
 c=1)+("BOTTOM" AND c=0)+("TOP" A
ND c=2)+" OF THE PAPER": LET c$="
```

```
TYPE FONT: "+("REGULAR" AND k=65)
+("BOLD" AND k=66)+("MODERN" AND
k=67)+("ITALICS" AND k=68)
  10 IF INKEY$=" " THEN  RETURN
  11 PRINT #1;AT 0,0,,,,
  12 GO SUB r1: LPRINT a$'b$'c$:
PRINT a$'b$'c$: FOR f=1 TO 300: I
F IN 254<>31 THEN  LET f=301: NEX
T c: NEXT a: NEXT k: RETURN
  15 NEXT f: NEXT c: NEXT a: NEXT
 k: RETURN
  17 GO SUB VAL z$: CLS : POKE 23
692,0: LET v2=INT ((a-1)/4)+1: LE
T e=0: IF c$<>"b" AND c$<>"B" THE
N  LET e=32-v2*8: IF c$="c" OR c$
="C" THEN  LET e=e/2
  18 RETURN
  19 LET d$=c$: LET c$="": FOR d=
1 TO e: LET c$=c$+" ": NEXT d: IF
 d$="b" OR d$="B" OR a>12 THEN  L
ET c$=""
  20 LET h$=g$(1): LET q$=p$(1):
FOR v=1 TO v2-1: LET g$=g$+h$: LE
T p$=p$+q$: NEXT v: FOR j=1 TO LE
N a$: POKE 23692,0
  21 PRINT  INK 7;AT 21,0;a$(j):
LET x$=""
  30 FOR y=0 TO 7: FOR r=0 TO 7
  35 IF POINT (y,r)=1 THEN  LET x
$=x$+p$: GO TO 45
  40 LET x$=x$+g$
  45 NEXT r: NEXT y: PRINT AT 0,0
;: POKE 23692,0
  50 LET n2=v2*4+1: LET s=v2*8: L
ET g2=v2*64: LET g3=s-1: IF a>12
THEN  LET c$=""
  55 FOR g=1 TO g2 STEP s: FOR n=
1 TO n2-a: LPRINT c$;x$(g TO g+g3
): PRINT c$;x$(g TO g+g3): NEXT n
: NEXT g: NEXT j: RETURN
  60 RANDOMIZE : LET c$=("B" AND
NOT c)+("C" AND c=1)+("T" AND c=2
): LET z$=("r1" AND k=65)+("b1" A
ND k=66)+("m1" AND k=67)+("i1" AN
D k=68): LET g=INT (RND*2): LET g
$=("@" AND NOT g)+(" " AND g): LE
T p$=(" " AND NOT g)+("@" AND g):
 RETURN
  65 POKE 23607,60: RETURN
  66 LET typ=2: POKE 23618,68: PO
KE 23619,0: POKE 23620,2
  67 LET typ=1: POKE 23618,68: PO
KE 23619,0: POKE 23620,2
  68 LET typ=0: RANDOMIZE USR (to
rg*256+2-typ): POKE 23607,torg-4:
 RETURN
  70 LET torg=255: LET r1=65: LET
b1=66: LET m1=67: LET i1=68: LET
i$=" ": LET k$="@": LET a2=13: L
ET f$="b": LET o$="C": LET m$=""
  75 RETURN
```

>>>

```
   80 DATA 0,0,121,203,39,203,39,5
0,21,255,33,0,61,17,0,torg-3
   90 DATA 1,0,3,126,24,48,203,63,
24,44,230,112,24,37,121,230,7,203
,39,50,40,255,126,24,30,24,28,24,
16,24,14,24,14,24,20,24,18,24,2,2
00,63,203,63,24,10,203,39,203,39,
24,4,183,203,39,182,18,35,19,11,1
20,177,32,196,201
   95 LET c$="": LET e=0: LET z$="
b1": LET j$="88888888888888888888
8888888888888": LET y$="?????????
??????????????????????": LET a=15
: RETURN
  150 GO SUB r1: CLS : PRINT  PAPE
R 0; BRIGHT 1; INK 4,,TAB 10;"MAG
NA-BANNER";TAB 11;"Choose one",,,

  160 PRINT "1. Input ink characte
r"'"2. Input paper character"'"3.
 Input position"'"4. Input type f
ont"'"5. Input size"'"6. Input me
ssage"'"7. Demo"'"8. Print messag
e"
  170 PLOT 0,79: DRAW 255,0: PRINT
 OVER 1;TAB 12;"Settings:"
  180 PRINT "Ink character: ";k$;A
T 13,19+(3 AND f$="b")+(1 AND f$=
"m");"Type: ";("REGULAR" AND f$="
r")+("BOLD" AND f$="b")+("MODERN"
 AND f$="m")+("ITALICS" AND f$="i
");"Paper character: ";i$
  190 PRINT AT 14,26-LEN STR$ a2;"
Size: ";a2;"Position: ";("BOTTOM"
 AND o$="B")+("CENTER" AND o$="C"
)+("TOP" AND o$="T");AT 15,24;"Me
ssage:";m$
  200 LET in=32
  210 PRINT AT 21,0;"Your choice:
";CHR$ in;(CHR$ 8 AND in=32); FLA
SH 1;" ": LET inkey=PEEK 23560: I
F inkey>48 AND inkey<57 THEN  LET
 in=inkey
  220 IF inkey=13 AND in<>32 THEN
GO TO 250
  230 IF inkey=12 THEN  LET in=32:
PRINT AT 21,14;" "
  240 GO TO 210
  250 GO SUB VAL CHR$ in*10+250: G
O TO 150
  260 INPUT "Input ink character "
; LINE e$: IF e$<" " OR CODE e$>1
64 OR (PEEK 949=254 AND (CODE e$=
124 OR CODE e$=126)) THEN  GO TO
260
  265 LET k$=e$: RETURN
  270 INPUT "Input paper character
 "; LINE e$: IF e$<" " OR CODE e$
>164 OR (PEEK 949=254 AND (CODE e
$=124 OR CODE e$=126)) THEN  GO T
O 270
  275 LET i$=e$: RETURN
  280 INPUT "Input position (Botto
m, Center, Top): "; LINE e$: IF e
$<>"B" AND e$<>"b" AND e$<>"C" AN
D e$<>"c" AND e$<>"T" AND e$<>"t"
 THEN  GO TO 280
  285 LET e$=CHR$ (CODE e$-(32 AND
 e$>"Z")): LET o$=e$: RETURN
  290 INPUT "Input type font: (Reg
ular, Bold,Modern, Italics): "; L
INE e$: IF e$<>"R" AND e$<>"r" AN
D e$<>"B" AND e$<>"b" AND e$<>"M"
 AND e$<>"m" AND e$<>"I" AND m$<>
"i" THEN  GO TO 290
  295 LET e$=CHR$ (CODE e$+(32 AND
 e$<"a")): LET f$=e$: RETURN
  300 INPUT "Input size (1-16): ";
e: IF e<1 OR e>16 OR e<>INT e THE
N  GO TO 300
  305 LET a2=e: RETURN
  310 INPUT "Message (Use any char
acters you want, only 160 of them
.): "' LINE e$: PRINT #1;AT 1,10;
 FLASH 1;"PLEASE WAIT": FOR f=1 T
O LEN e$: LET g$=e$(f): IF LEN e$
>160 OR g$<" " OR CODE g$>164 OR
(PEEK 949=254 AND (CODE g$=124 OR
 CODE g$=126)) THEN  GO TO 310
  313 NEXT f: IF LEN e$>160 THEN
LET e$=e$( TO 160)
  317 LET m$=e$: RETURN
  320 LET r$=f$: GO SUB 6: LET f$=
r$: RETURN
  330 LET p$=k$: LET g$=i$: LET a$
=m$: LET a=a2: LET z$=f$+"1": LET
 c$=o$: LET r$=f$: GO SUB 17: GO
SUB 19: LET f$=r$: RETURN
 9999 RANDOMIZE USR 100: SAVE "MAG
BR.BR" LINE 1
```

STICKS

There was comment at the last meeting that the "STICKS" game in a recent THE PLOTTER newsletter was stacked against the player as the computer always won. Yes, I figured it that way too. Anyway, here is a different program that the player can sometimes win (at least in the NOVICE catagory). This 2068 program provides for a variable computer input for the number of sticks. Also, the maximum number of allowable moves is variable. Contrary to the other game, the player is always first.

This program by Imre Auersbacher was printed in the September 1986 issue of CTM Magazine, which is no longer being published.

NOTE: the problem of printing
graphic symbols requires these
additions to lines 10 and 32.

line 10, the 14 spaces between
the second set of quotes, insert
the graphic 3 as G3.

line 32, between the first set
of quotes, start with CSG4, then
30 of G3, then G7.

line 32, between the second set
of quotes, start with CSG1, then
30 of CSG3, then CSG2.

```
   2 REM Game of Sticks (NIM)
   4 REM 1985 I. Auerabacher
   8 BORDER 6: PAPER 5: CLS
  10 PRINT PAPER 7;AT 2,8;"Game
of Sticks"; PAPER 5;AT 3,8;"
            "; PAPER 7;AT 5,8;"Lev
el of Play ";AT 7,11;"1- Novice"
;AT 8,11;"2- Expert": GO SUB 400
  12 INPUT "Enter Option: ";d
  14 LET d=INT d: IF (d<1)+(d>2)
THEN BEEP 1,-20: GO TO 12
  20 PRINT PAPER 3;AT 6+d,8;">>"
  25 DIM z$(30): LET y=INT (RND*
21)+10: LET mm=INT (RND*6)+3
  30 PAUSE 100: CLS : BEEP .1,20
  32 PRINT PAPER 7;AT 3,0;"
            ";AT
4,0;" ";AT 4,31;" ";AT 5,0;"
            "
  35 PRINT PAPER 7;AT 1,2;"Stick
s:  ";y;" ";AT 1,17;"Max move: "
;mm;" ": GO SUB 300: GO SUB 400
  40 PRINT PAPER 7;AT 9,5;"Playe
r move    ": INPUT pm: IF (pm<
=0)+(pm>mm)+(pm>y) THEN BEEP 0.5
,-16: BEEP 0.7,-20: GO TO 40
  50 PRINT PAPER 7;AT 9,18;pm: L
ET y=y-pm: IF y>0 THEN GO TO 85
  70 PRINT PAPER 7;AT 4,1;"
        ";AT 1,10;"0"; FLASH 1;AT 9
,5;" You lose, sucker!! ": STOP

  85 GO SUB 300: PRINT PAPER 7;A
T 1,2;"Sticks: ";y;" ": PAUSE 10
0: IF d<>2 THEN GO TO 110
  95 LET z=(y-1)/(mm+1): LET cm=
(mm+1)*(z-INT z)+.01: GO TO 135
 110 LET cm=INT (RND*mm)+1
 115 IF y<>1 THEN GO TO 130
 120 LET cm=1: GO TO 140
 130 IF y<=mm THEN LET cm=y-1
 135 IF INT cm=0 THEN LET cm=1
```

```
 140 LET cm=INT cm: PRINT PAPER
7;AT 9,5;"Computer takes: ";cm:
LET y=y-cm: PAUSE 100
 155 IF y<>0 THEN GO TO 170
 160 PRINT PAPER 7;AT 4,1;" ";AT
1,10;"0"; FLASH 1;AT 9,5;".....
you win.....": STOP
 170 GO SUB 300: PRINT PAPER 7;A
T 1,2;"Sticks: ";y;" ": PAUSE 10
0: GO TO 40
 300 DIM z$(30): FOR z=1 TO y: L
ET z$(z)="I": NEXT z: PRINT PAPE
R 7; INK 0;AT 4,1;z$: RETURN
 400 INK 0: PLOT 0,72: DRAW 255,
0: DRAW 0,103: DRAW -255,0: DRAW
0,-103: INK 0: RETURN
```

! !MYSTERY! !

This program by Frank Bouldin of
Fort Worth, Texas, was published in
the February 1987 issue of CTM
Magazine. It generates an impossible
triangle that should print out
nicely as a screen dump. Then save
the image as a SCREEN$ for rapid
display

```
   5 REM "What-Is-It"???
  10 REM By Frank Bouldin W5GAA
Fort Worth T/S UG (11-18-66)
  20 REM For T/S 2068 computer
  30 LET d=200: LET p=100: CLS
  40 RESTORE P: READ A,B: BEEP .
05,34: PLOT A,B: LET P=P+10: RES
TORE D
  50 FOR N=1 TO 10: LET B=INT (R
ND*20)+15: READ X: READ Y: DRAW
X,Y: BEEP .05,B
  60 NEXT N: IF P=140 THEN GO TO
80
  70 LET D=D+20: GO TO 40
  80 RESTORE 300: FOR Y=4 TO 26:
READ C
  90 PRINT #0;AT 1,Y;CHR$ C: BEE
P .05,X: LET X=X+1: NEXT Y: PAUS
E 0: GO TO 30
 100 DATA 112,102
 110 DATA 20,18
 120 DATA 169,85
 130 DATA 224,3
 200 DATA 14,21,14,-22,-48,0,46,
70,100,-152
 210 DATA -13,-16,-197,0,-9,15,9
6,153,22,0
 220 DATA 85,0,-25,34,-11,-18,24
,0,-45,0
 230 DATA 32,51,70,0,-24,38,10,1
6,34,-54
```

7

the plotter

pc page

by: Rod Gowen

Here's wishing you all a happy and safe 4th of July. Does it seem possible that it is July already? Not to me! 1991 is over half gone and there is still a LOT to learn and do this year! I hope that what I have been passing on in this column has been of some use to you. As I have said in the past, if there is something that you would like to see discussed in this column, please drop us a line or give us a call and I will see what can be done. I want this column to reflect the wants and needs of the group and of our readers in general. This can ONLY come about if you help with your input. If I do all of the thinking and writing the column is not "yours" it is "mine". Let's make it "OURS"!

I know that I promised to do a couple more short reviews of shareware software, but, as sometimes happens, I just had to change my plans and come to you with an entirely different subject this month. I am always anxious to pass along any bit of information that may be of help to you, the readers. I realize that, in some cases, the information that I pass along may be something that you already know. But, for the person down the block who did not read the same article or book that you read, I offer the information. With most of our group having just gotten started in the world of IBM clones, I am sure that there will not be too much of what I pass along that will be "old" news.

Over the past couple of years I have had several folks ask me a lot of questions regarding the use of some of the "common" DOS commands. Most of the questions were in regard to the syntax of the command rather than what the command actually did. One of the most common questions was in regard to the MORE command. It seems that there are a couple of ways to use this command. One way was: TYPE README.TXT : MORE <ENTER>. The other way was: MORE <README.TXT <ENTER>. They both work fine. It seems that the major problem was that not everyone uses them often enough to remember the syntax and therefore would have to "re-learn" the command over and over. There are other DOS commands that fall into the same catagory. One of the other more common questions about DOS is in regard to the use of the "%" sign as it is used as a variable in batch files. In this column I am going to try to show you a few tricks that will make the use of some of the commands easier and, maybe, even help you understand them a bit more.

First, let me show you that you can make use of the MORE command WITHOUT typing in the command itself each time you want to use it. One of the most commonly used DOS commands is the "TYPE" command. We use it on a daily basis to read files on-screen. If you have ever tried to use the TYPE command to view a long file, you know that you cannot hope to read it as fast as it will scroll up the screen. It really helps to use the MORE command to stop the scroll when the screen is filled and continue only when you press a key. This is accomplished by the use of one of the two commands above. Now I am going to ask you, wouldn't it be nice to do it by simply entering the command:

    TYP README.TXT

>>>

I will show you how to write a VERY short batch file to make it just that easy! When you type in the above command, the file that you are trying to read/view will not scroll off the screen but will stop as each screenful appears and wait for you to press a key to continue. The following is the procedure for writing the TYP.BAT batch file:

At the DOS prompt enter the following:

```
COPY CON TYP.BAT <ENTER>
@ECHO OFF <ENTER>
CLS <ENTER>
MORE <%1^Z <ENTER>
```

The CONTROL Z (^Z) will write the file to the disk. The "%1" is a variable that tells the MORE command that there will be a filename to follow. In some commands you may want to use more than 1 variable and we will cover that later. You can see that this batch file will save you some typing and that is always something to strive for!

Next we will write a short batch file that will allow you to copy more than 1 file with a single command. Just do the following:

At a DOS prompt enter the following:

```
COPY CON CPY.BAT <ENTER>
@ECHO OFF. <ENTER>
CLS <ENTER>
COPY %1 %2 %3 %4 %5 %6 %7 %8 %9^Z <ENTER>
```

Again, the ^Z writes the file to the disk. As you can see, there are 9 variables in this command. Do not despair! You will NOT have to type in all 9 variables each time! When the command COPY reads a blank "%", it will assume the end of the command and will return you to DOS.

I am sure that if you use these little batch files you will save some keystrokes. This is always a good objective. The less we have to type, the easier DOS is to use. I think that you will find that there are a lot of ways to save time and typing by making use of batch files. If there is enough interest, we can continue this line.

I do not mind doing these columns but we all appreciate a bit of praise or criticism to aid us in future writings. If there is a greater cause of "volunteer dropout" than lack of recognition, I do not know what it could be! I want to write about what you want to read about. I cannot read minds, so I will expect to hear from you via mail or phone!

See you all next time. Try the batch files! You may like them!

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 240 DATA -19,0,-11,-16,-48,0,-1
1,-17,11,17
 250 DATA -10,15,45,-66,67,0,-23
,36,10,16
 260 DATA -44,67,-23,-37,24,0,-4
5,0,35,51
 270 DATA -45,-66,11,16,-24,35,1
4,-20,12,20
 300 DATA 84,72,69,32,73,77,80,7
9,83,83,73,66
 310 DATA 76,69,32,84,82,73,65,7
8,71,76,69

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